

[The largest toy gallery park with 3D simulation displays for animations and other collectibles juxtaposed with physical-virtual collaborative games and activities in a three-dimension photo-realistic virtual-reality environment]

## Abstract

What is the value of physical context for virtual interaction? –

Swiss-house: A prototype physical/virtual collaborative environ-

ment: Jeffrey Huang and Muriel Waldvogel, Harvard University, Pa-

per submitted for WACE 2002; 2) Method and system of rendering

a virtual three-dimensional graphical display (US Patent 6,

452,593); 3) Method of creating virtual reality (US Patent

6,084,979).